

## CLAIMS:

1. A gaming machine having a display means and a game control means arranged to control images of symbols displayed on the display means, the game control means being arranged to play a game wherein at least one random event is caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, wherein, if in the game, a plurality of die symbols are present on the display means, the die symbols reveal outcomes, at least one of which results in the awarding of a feature.
- 10 2. The gaming machine of claim 1 in which the die symbols change to reveal the outcomes.
3. The gaming machine of claim 2 in which at least two of the die symbols are required to initiate the change to reveal outcomes.
- 15 4. The gaming machine of claim 2 or claim 3 in which the die symbols change by means of an animation technique.
5. The gaming machine of claim 4 in which the game is a spinning reel game, the die symbols being carried on two different reels.
- 20 6. The gaming machine of claim 5 in which animating of the die symbols into the said at least one outcome acts as a trigger condition for the feature.
- 25 7. The gaming machine of claim 6 in which the trigger condition is selected from the group including: that the numbers on corresponding faces of the die symbols are the same, that the sum of the numbers on corresponding faces of the die symbols add up at least to a particular amount and that predetermined numbers appear on predetermined faces of the die symbols.
- 30 8. The gaming machine of claim 6 or claim 7 in which the trigger condition governs at least one of the type of feature awarded, a characteristic of the feature and a start position in the awarded feature.
- 35 9. The gaming machine of any one of claims 4 to 8 in which the die symbols animate simultaneously.

10. The gaming machine of any one of claims 4 to 8 in which the die symbols animate sequentially.
- 5 11. The gaming machine of any one of claims 4 to 10 in which the die symbols animate automatically.
12. The gaming machine of any one of claims 4 to 10 in which the die symbols animate by player intervention.
- 10 13. The gaming machine of any one of claims 4 to 12 in which the animation is an animation of rolling a die.
14. The gaming machine of any one of the preceding claims in which the feature is 15 any bonus feature selected from the group including: a series of free games, a second screen feature, a feature within the existing game display, a top box feature, a number of free games in an enhanced payable mode and the paying of a bonus prize.
15. A game to be played on a game playing apparatus, the gaming playing apparatus 20 having a display means and a game control means arranged to control images displayed on the display means, wherein, if in the game, a plurality of die symbols are present on the display means, the die symbols reveal outcomes, at least one of which results in the awarding of a feature.
- 25 16. The game of claim 15 in which the die symbols change to reveal the outcomes.
17. The game of claim 16 in which at least two of the die symbols are required to initiate the change to reveal outcomes.
- 30 18. The game of claim 16 or claim 17 in which the die symbols change by means of an animation technique.
19. The game of claim 18 which is a spinning reel game, the die symbols being carried on two different reels.

20. The game of claim 19 in which animating of the die symbols into the said at least one outcome acts as a trigger condition for the feature.

21. The game of claim 20 in which the trigger condition is selected from the non-  
5 exhaustive group including that the numbers on corresponding faces of the die symbols are the same, that the sum of the numbers on corresponding faces of the die symbols add up at least to a particular amount and that predetermined numbers appear on predetermined faces of the die symbols.

10 22. The game of claim 20 or claim 21 in which the trigger condition governs at least one of the type of feature awarded, a characteristic of the feature and a start position in the awarded feature.

15 23. The game of any one of claims 18 to 22 in which the die symbols animate simultaneously.

24. The game of any one of claims 18 to 22 in which the die symbols animate sequentially.

20 25. The game of any one of claims 18 to 24 in which the die symbols animate automatically.

26. The game of any one of claims 18 to 24 in which the die symbols animate by player intervention.

25 27. The game of any one of claims 18 to 26 in which the animation is an animation of rolling a die.

30 28. The game of any one of claims 15 to 27 in which the feature is any bonus feature selected from the group including: a series of free games, a second screen feature, a feature within the existing game display, a top box feature, a number of free games in an enhanced payable mode and the paying of a bonus prize.